

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1           **Claim 1 (currently amended):** A creation production  
2           support method comprising the steps of:  
3                 storing, in a database, elements of a creation along  
4           with added corresponding element indexes;  
5                 extracting, from said database, element indexes for  
6           multiple creation elements ~~of a creation~~ that match a  
7           selection reference;  
8                 calculating a correlation among information sets  
9           written in said extracted element indexes, and obtaining a  
10          set of element indexes from said extracted element indexes  
11          whose correlation satisfies an evaluation reference; and  
12          linking creation elements corresponding to ~~said~~  
13          element indexes that belong in said set, and outputting the  
14          results as a new creation.

1           **Claim 2 (original):** A creation production support  
2           method according to claim 1, wherein said creation elements  
3           are either music elements, scenario elements or original  
4           picture elements.

1           **Claim 3 (currently amended):** A creation production

2 support method according to claim 1 ~~or 2~~, wherein said  
3 element indexes include 5W1H information that represents  
4 the contents of a pair of said elements ~~of a creation~~.

1 **Claim 4 (currently amended):** A creation production  
2 support method according to ~~one of claims 1 to 3~~ claim 1,  
3 wherein ~~said~~ information written in said extracted element  
4 indexes consists of n sets of information to represent said  
5 information using n-dimensional vectors; and wherein said  
6 correlation among said extracted element indexes is  
7 evaluated by using an angle formed by said n-dimensional  
8 vectors of said extracted element indexes.

1 **Claim 5 (currently amended):** A creation production  
2 support method according to ~~one of claims 1 to 4~~ claim 1,  
3 wherein said extracted element indexes ~~extracted from said~~  
4 ~~database~~ are simulated as pseudo points, and since said  
5 pseudo points are scattered throughout a pseudo processing  
6 tank, said correlation is obtained among said extracted  
7 element indexes that meet in said processing tank, and said  
8 extracted element indexes whose correlation satisfies that  
9 ~~satisfy~~ said evaluation reference are linked together to  
10 form said set.

1 **Claim 6 (original):** A creation production support

2 method, wherein, for either a scenario, music or an  
3 original picture string providing a story (hereinafter  
4 referred to as a creation A, while one of the remaining  
5 creations is referred to as a creation B) that is  
6 automatically generated by said creation production support  
7 method according to claim 1, a creation B corresponding to  
8 said creation A is automatically produced, by said creation  
9 production support method according to claim 1, using a  
10 creation element belonging to said creation B, to which an  
11 element index is added that includes the same information  
12 as information written in an element index that is added as  
13 a counterpart of a creation element of said creation A.

1 **Claim 7 (original):** A creation production support  
2 method according to claim 6, wherein said same information  
3 includes 5W1H information representing the content of said  
4 counterpart creation element, and sensory information.

1 **Claim 8 (currently amended):** A creation production  
2 support apparatus comprising:

3 a database for storing creation elements with added  
4 corresponding element indexes;

5 extraction means for extracting, from said database,  
6 element indexes for multiple creation elements that match  
7 a selection reference;

8 calculation means for calculating a correlation among

9 information sets written in said extracted element indexes,  
10 and for obtaining a set of element indexes from said  
11 extracted element indexes whose correlation satisfies an  
12 evaluation reference; and  
13 output means for linking creation elements  
14 corresponding to ~~said~~ element indexes that belong to said  
15 set, and for outputting the results as a new creation.

1 **Claim 9 (original):** A creation production support  
2 apparatus according to claim 8, wherein said creation  
3 elements are either music elements, scenario elements or  
4 original picture elements.

1 **Claim 10 (currently amended):** A creation production  
2 support apparatus according to claim 8 ~~or 9~~, wherein said  
3 element indexes include 5W1H information that represents  
4 the contents of a pair of said creation elements ~~of a~~  
5 ~~creation~~.

1 **Claim 11 (currently amended):** A creation production  
2 support apparatus according to ~~one of claims 8 to 10~~ claim  
3 8, wherein ~~said~~ information written in said element indexes  
4 consists of n sets of information to represent said  
5 information by n-dimensional vectors; and wherein said  
6 calculation means evaluates said correlation among said

7     extracted element indexes by using an angle formed by said  
8     n-dimensional vectors of said extracted element indexes.

1           **Claim 12 (currently amended):** A creation production  
2     support apparatus according to ~~one of claims 8 to 11~~ claim  
3     8, wherein said calculation means simulates, as pseudo  
4     points, said extracted element indexes ~~extracted from said~~  
5     ~~database~~, and since said pseudo points are scattered  
6     throughout a pseudo processing tank, said correlation is  
7     obtained among said extracted element indexes that meet in  
8     said processing tank, and said extracted element indexes  
9     whose correlation satisfies ~~that satisfy~~ said evaluation  
10    reference are linked together to form said set of element  
11    indexes.

1           **Claim 13 (currently amended):** A creation production  
2     support apparatus, wherein, for either a scenario, music or  
3     an original picture string providing a story (hereinafter  
4     referred to as a creation A, while one of the remaining  
5     creations is referred to as a creation B) that is  
6     automatically generated by said creation production support  
7     method according to ~~one of claims 1 to 7~~ claim 1, a  
8     creation B corresponding to said creation A is  
9     automatically produced, by said creation production support  
10    method according to ~~one of claims 1 to 7~~ claim 1, using a  
11    creation element belonging to said creation B, to which an

12 element index is added that includes the same information  
13 as information written in an element index that is added as  
14 a counterpart of a creation element of said creation A.

1 **Claim 14 (original):** A creation production support  
2 apparatus according to claim 13, wherein said same  
3 information includes 5W1H information representing the  
4 content of said counterpart creation element, and sensory  
5 information.

1 **Claim 15 (original):** A creation production support  
2 apparatus according to one of claims 8 to 14, wherein said  
3 database is provided in an external storage device for a  
4 stand-alone computer.

1 **Claim 16 (original):** A creation production support  
2 apparatus according to one of claims 8 to 14, wherein said  
3 database is provided for a server connected to a LAN, and  
4 said extraction means, said calculation means and said  
5 output means are provided for a client connected to said  
6 LAN.

1 **Claim 17 (original):** A creation production support  
2 apparatus according to one of claims 8 to 14, wherein said  
3 database is provided for a server, and said extraction

4 means, said calculation means and said output means are  
5 provided for a terminal device connected to said server via  
6 the Internet.

1 **Claim 18 (original):** A creation production support  
2 apparatus according to claim 17, wherein a program that  
3 includes said extraction means, said calculation means and  
4 said output means is downloaded from said server to said  
5 terminal device.

1 **Claim 19 (currently amended):** A scenario creation  
2 support apparatus comprising:

3 storage means for storing scenario elements that  
4 constitute parts of scenarios and corresponding scenario  
5 element indexes;

6 extraction means for extracting, from said storage  
7 means, a plurality of scenario element indexes that match  
8 a ~~reference~~, predetermined scenario element selection  
9 reference;

10 agitation means for performing, according to a pseudo  
11 physical rule, agitation simulation for said plurality of  
12 scenario element indexes, and for repeating said agitation  
13 simulation until a set of scenario element indexes ~~are~~  
14 obtained is obtained from said plurality of scenario  
15 element indexes that match an evaluation reference for a  
16 predetermined condition setting for a scenario creation;

17            recovery means for comparing said scenario element  
18        indexes in said set with paired corresponding scenario  
19        elements to recover a set of scenario elements;  
20            scenario linking means for linking of scenario  
21        elements in said set of scenario elements to generate and  
22        output a new scenario; and  
23            editing means for changing predetermined phrases in  
24        said scenario elements of said new scenario according to a  
25        predetermined table.

1            **Claim 20 (original):** A scenario creation support  
2        apparatus according to claim 19, wherein said storage means  
3        stores, as a pair, a scenario element and a scenario  
4        element index that jointly describe the contents of said  
5        scenario element; and wherein said extraction means also  
6        extracts a scenario element index corresponding to a  
7        scenario element that matches said scenario element  
8        selection reference.

1            **Claim 21 (original):** A scenario creation support  
2        apparatus according to claim 20, wherein each of said  
3        scenario element indexes includes at least one entry that  
4        corresponds to each setup for 5W1H and that describes a  
5        condition setting for said scenario element, and an entry  
6        of an adjective or an adjective verb that corresponds to  
7        said scenario element.



1           **Claim 22 (original):**   A scenario creation support  
2       apparatus according to claim 19, wherein said agitation  
3       simulation is based on an agitation process for which  
4       genetic algorithms are used.

1           **Claim 23 (original):**   A scenario creation support  
2       apparatus according to claim 19, wherein a scenario element  
3       is formed by providing, as a parameter, a condition setup  
4       required to perform said agitation simulation for said  
5       plurality of scenario element indexes stored in said  
6       storage means; and wherein, based on said obtained scenario  
7       element, a simulation of an agitation process is performed  
8       for said scenario element indexes.

1           **Claim 24 (original):**   A scenario creation support  
2       apparatus according to claim 23, wherein, when said  
3       scenario element indexes are regarded as physical entities,  
4       said parameter includes the direction of movement and the  
5       speed of said physical entities, and a growth level that  
6       corresponds to a mass.

1           **Claim 25 (original):**   A scenario creation support  
2       apparatus according to claim 23, wherein said agitation  
3       simulation includes a replacement process for changing, in

4 consonance with a predetermined condition, one part of the  
5 entries in said scenario element indexes when a collision  
6 occurs among said scenario element indexes.

1 **Claim 26 (original):** A scenario creation support  
2 apparatus according to claim 23, wherein said agitation  
3 simulation includes a generation process for employing, in  
4 consonance with a predetermined condition, one part of the  
5 entries in said scenario element indexes to generate a new  
6 scenario element index and a new scenario element when a  
7 collision occurs among said scenario element indexes.

1 **Claim 27 (original):** A scenario creation support  
2 apparatus according to claim 23, wherein said agitation  
3 simulation includes a linking process for linking, in  
4 consonance with a predetermined condition, said scenario  
5 element indexes when a collision occurs among said scenario  
6 elements.

1 **Claim 28 (original):** A scenario creation support  
2 apparatus according to claim 23, wherein said agitation  
3 simulation includes an arrangement process for linking and  
4 arranging, in consonance with a predetermined condition,  
5 said scenario element indexes when a collision occurs among  
6 said scenario elements.

1           **Claim 29 (original):**   A scenario creation support  
2   apparatus according to claim 23, wherein said agitation  
3   simulation includes an erasing process for erasing, in  
4   consonance with a predetermined condition, said scenario  
5   element indexes.

1           **Claim 30 (original):**   A scenario creation support  
2   apparatus according to claim 23, wherein said agitation  
3   means, based on a scenario element provided as a parameter  
4   that employs a scenario pattern as a setting condition,  
5   executes a simulation of an agitation process using said  
6   scenario pattern.

1           **Claim 31 (currently amended):**   A scenario creation  
2   support method comprising:  
3       a storage step for the storage of scenario elements,  
4       which are components of a scenario, and paired scenario  
5       element indexes, which represent the contents of said  
6       scenario elements;  
7       an extraction step for the extraction, from said  
8       scenario elements and said scenario element indexes ~~stored~~  
9       in that are stored, of a plurality of scenario element  
10      indexes that match a predetermined scenario element  
11      selection reference;

12 an agitation step for the performance, in accordance  
13 with a pseudo physical rule, of an agitation simulation for  
14 said plurality of scenario element indexes, and for the  
15 repetition of said agitation simulation until a set of  
16 scenario element indexes is obtained from said plurality of  
17 scenario element indexes that, for scenario creation, match  
18 an evaluation reference for a predetermined condition  
19 setting;

20 a recovery step for the recovery of a set of scenario  
21 elements by comparing said scenario element indexes in said  
22 set with paired scenario elements;

23 a scenario linking step for the linking of scenario  
24 elements of said set of scenario elements to generate and  
25 output a new scenario; and

26 an editing step of employing a predetermined table to  
27 change, in said scenario elements of said new scenario,  
28 predetermined phrases of said new scenario ~~that is~~  
29 ~~generated and output.~~

1 **Claim 32 (original):** A computer-readable storage  
2 medium on which a program is stored for the execution of a  
3 scenario creation method according to any one of claims 1  
4 to 7 or 31.